

AT LAST! THE ORIGIN OF SONIC!

Sonic

the comic

95p

Number 8 September 4th 1993
Britain's
OFFICIAL
SEGA
COMIC
Every Fortnight

WHAT
HAS HAPPENED TO SONIC?

WHY
IS HE SO BROWN?

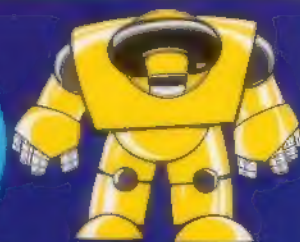
HOW
DID HE CHANGE?

WHO
TURNED HIM BLUE?



PLUS! STREETS OF RAGE • KID CHAMELEON • WONDER BOY

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Are we good to you or what? This issue sees the start of a brand-new price for any of you fortunate enough to get your work printed in STC. With the help of ace toy company Tomy we've laid our hands on a large quantity of the new Sonic Water Fix Buns - which we're going to give one of to each Boomer with a letter or drawing appearing in Speedlines, absolutely free!

The Sonic Water Fix Buns provides you with a new kind of challenge. I guess you could call it 'wetware'. It's great for taking anywhere you can't get your hands on a real Sonic the Hedgehog game. Scope out Speedlines this issue for more details.

Apologies to those Boomers who had hoped to see the start of STC's High Score zone in the last issue. I wish I could say that those homes-who-think-they're-in-charge had messed up again, but, fact is, we're so swamped with your high score claims it's taking longer than planned to get the new zone activated. Stay tuned, though, because it'll be hitting you sooner than you think.

Meanwhile, don't forget to let me know what you think about STC's two new mega-series, STREETS OF RAGE and KID DIMITRIY. They're just the start of many great, new, Sega-inspired series heading your way. Next issue you'll hear about the next new series we have on the launch pad. It'll knock your block off!

Megadroid

Cool Woolies

Woolworths in Long Eaton, Nottinghamshire, is a pretty cool place. They get Sonic and Tails to come along and help them out. At the store's recent Fun Day in July, Sonic and Tails made a personal appearance to help raise money for the Barnados charity.

Senior Boomer Mandy Turner told STC that a great day was had by all. There were Sonic badges, posters, T-shirts, posters, toys and a whole lot more to be had. A Sega Mega CD was available for anyone to try their hands on at 30p a go and there was a raffle to win a car. Sonic and his buddy roared around during the Fun Day collecting donations from their fans and helping raise the final figure of nearly £200 for Barnados.

According to Mandy the staff of Woolworths had almost as much fun as their customers. I'm sure any Long Eaton Boomers who were at the fun day will agree.



Sonic and Tails raise bucket-loads of money at the Long Eaton Woolworths Fun Day.

Sonic Sells Out

Hold those phone calls. Stop the begging letters. It's time to face the awful truth: The first, landmark issue of Sonic The Comic is a complete sell-out!

Sorry, Boomers, not those of you who have been writing, phoning, faxing and carrier pigeoning the STC offices with desperate requests for copies of STC 1 - you're out of luck! That issue was such a success that it has now entered the realms of Highly Collectable Comics of The Past.

The good news, however, is that you will soon be able to buy back issues of STC (except issue 1) through this comic. Not only that, but there will also be a subscription service available to all Boomers.

Soon there will be no excuse for missing a single issue of The Gamer's Greatest Comic!



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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover new entry re-entry

MEGA DRIVE

- 1 JUNGLE STRIKE
- 2 MICRO MACHINES
- 3 COOL SPOT
- 4 FLASHBACK
- 5 PGA TOUR GOLF
- 6 TINY TOONS: BUSTER'S TREASURE
- 7 ECHO THE DOLPHIN
- 8 SUPER KICK OFF
- 9 SONIC THE HEDGEHOG 2
- 10 FATAL FURY

MEGA CD

- 1 NIGHT TRAP
- 2 FINAL FIGHT
- 3 ROAD AVENGER
- 4 SHERLOCK HOLMES
- 5 JAGUAR XJ220
- 6 ROBO ALEST
- 7 PRINCE OF PERSIA
- 8 TIME GAL
- 9 AFTERBURNER 3
- 10 BLACK HOLE ASSAULT

MASTER SYSTEM

- 1 SONIC THE HEDGEHOG 2
- 2 MICKEY MOUSE 2
- 3 G-LOC
- 4 TAZ-MANIA
- 5 DOUBLE DRAGON
- 6 LEMMINGS
- 7 DARIUS 2
- 8 ALIEN 3
- 9 WIMBLEDON TENNIS
- 10 THE SIMPSONS

GAME GEAR

- 1 SONIC THE HEDGEHOG 2
- 2 MICKEY MOUSE 2
- 3 LEMMINGS
- 4 MICK & MACK: GLOBAL GLADIATORS
- 5 STREETS OF RAGE
- 6 WWF STEEL CAGE CHALLENGE
- 7 TERMINATOR
- 8 NINJA GARDEN
- 9 TAZ-MANIA
- 10 BATMAN RETURNS

PENGUIN ELSPA CHARTS
A MONTHLY POLL CONDUCTED BY GALLUP

• Editor: Richard Burton
• Asst. Editor: Deborah Tate
• Designer: Clare Gillmore
• Managing Editor: Steve MacManus
• Publisher: Chris Power

NOW
TAILS?

NOT
YET, JOHNNY
LIGHTFOOT, BE
PATIENT.

PORKER
LEWIS, ARE YOU
OKAY?

JI...JUST A
LITTLE NERVOUS,
I GUESS...

REMEMBER,
THE SPECIAL ZONE IS SOME
KIND OF WEIRD ALTERNATIVE
DIMENSION THAT ONLY I CAN
ENTER USING THE STAR PORTS
AND MY **SONIC SPEED**.

IT'S CRAMMED
WITH ALL KINDS OF CRAZY,
NOT TO MENTION DANGEROUS,
STUFF...

Sonic
THE HEDGEHOG

The Origin of Sonic

...SO LET'S
BE CAREFUL
IN THERE!

OKAY, GUYS,
JUMP!!

AAAAAA!

FA-ZOOM!



YOU'RE NOT GOING TO LEAVE US BEHIND, ARE YOU SONIC?

C'MON GANG! LET'S MOVE!



MIND OUT FOR THOSE, BY THE WAY, THEY'RE BOMBS.

BOMBS!? OOF!



AAAAA!

THERE USED TO BE CHAOS EMERALDS AT THE END OF THESE THINGS, BEFORE I COLLECTED THEM ALL, THAT IS.

I KEEP THEM IN A MUCH SAFER PLACE NOW.



OKAY GUYS, WE'RE HERE.

WHO IS IT WHO DARES FACE THE OMNIPOTENT OMNI-VIEWER?



WHOA! COOL IT BUD. IT'S ME.

HEY SONIC! LONG TIME NO SEE, BABY! WHASHAPPENING MAN?

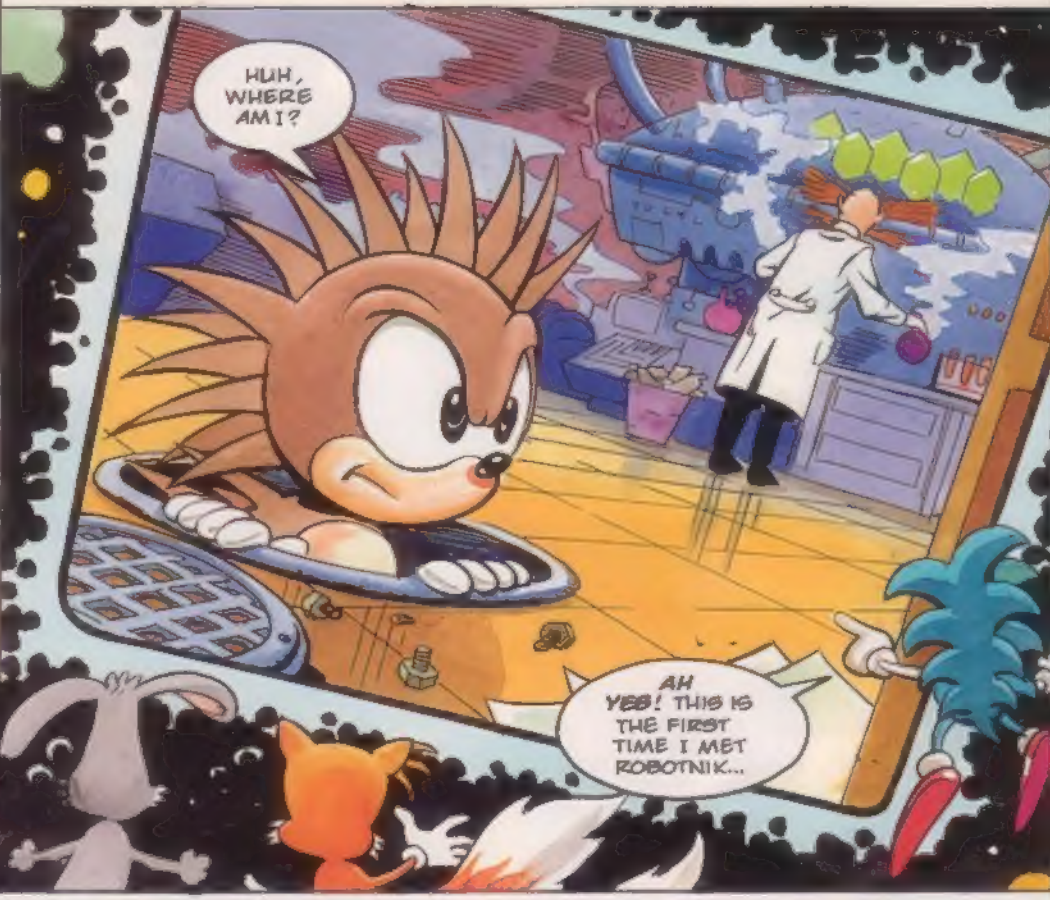


WELL OMNI, OLD BUDDY, I WAS KINDA THINKING IT WAS ABOUT TIME MY PALS HERE LEARNED THE TRUTH ABOUT DOCTOR ROBOTNIK.

INCLUDING ALL THAT CRAZY STUFF SHOWING HOW YOU GOT YOUR POWERS?

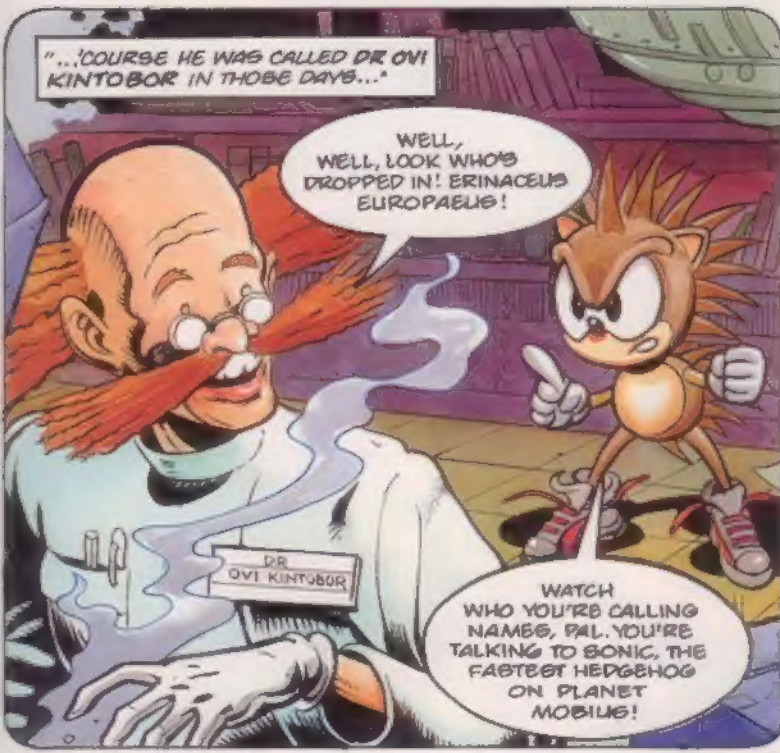
NATURALLY, THAT'S THE BEST PART!

YOU GOT IT!



HUH, WHERE AM I?

AH YES! THIS IS THE FIRST TIME I MET ROBOTNIK...



"...COURSE HE WAS CALLED DR. OVI KINTOBOR IN THOSE DAYS..."

WELL, WELL, LOOK WHO'S DROPPED IN! ERINACEUS EUROPAEUS!

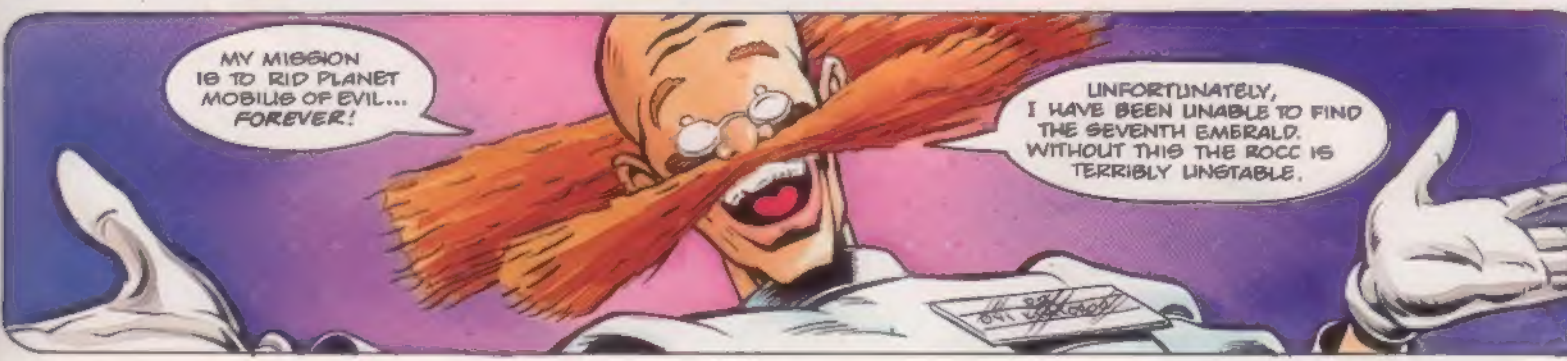
WATCH WHO YOU'RE CALLING NAMES, PAL. YOU'RE TALKING TO SONIC, THE FASTEST HEDGEHOG ON PLANET MOBIUS!



I SEE YOU NOTICED THE ROCC.

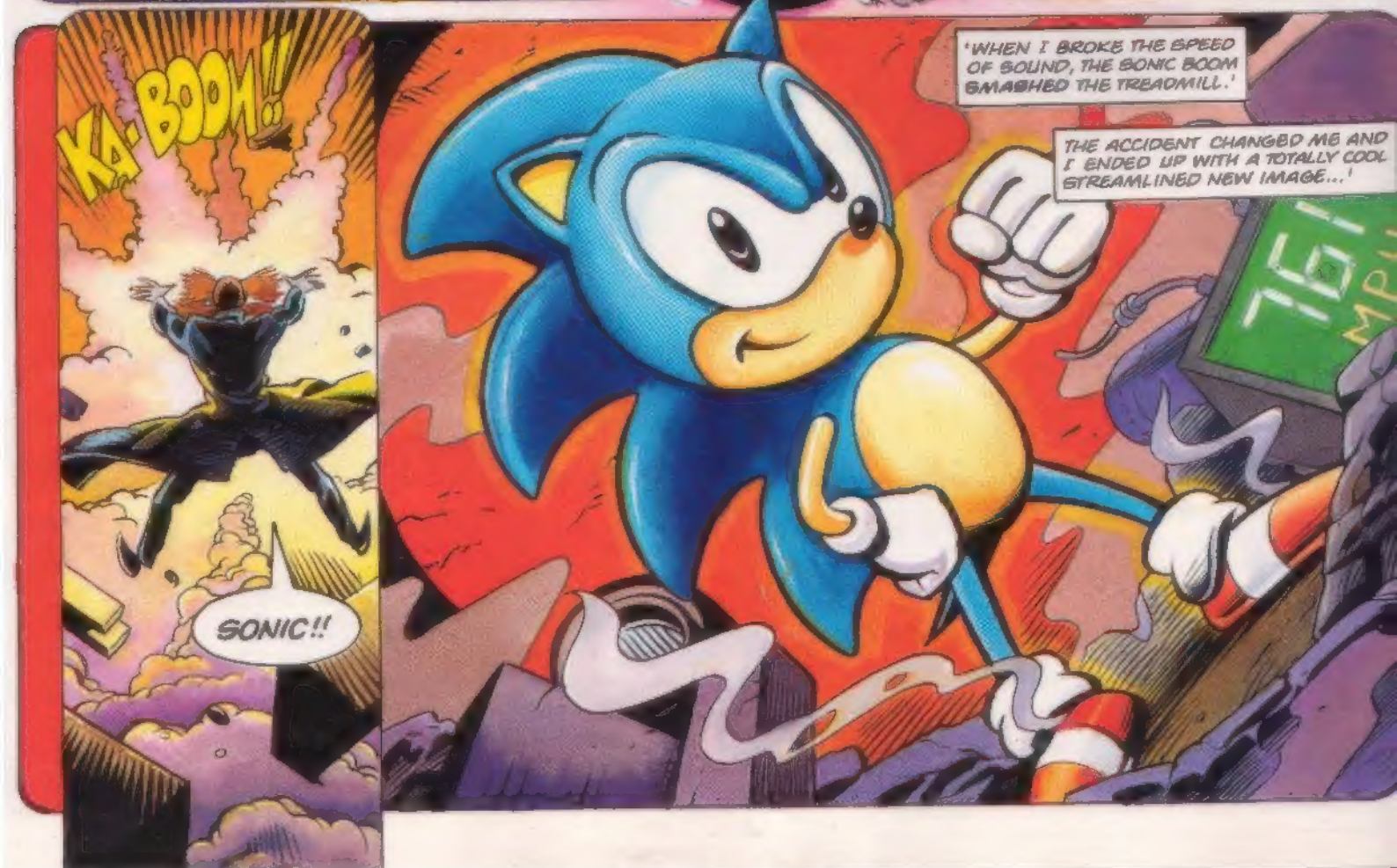
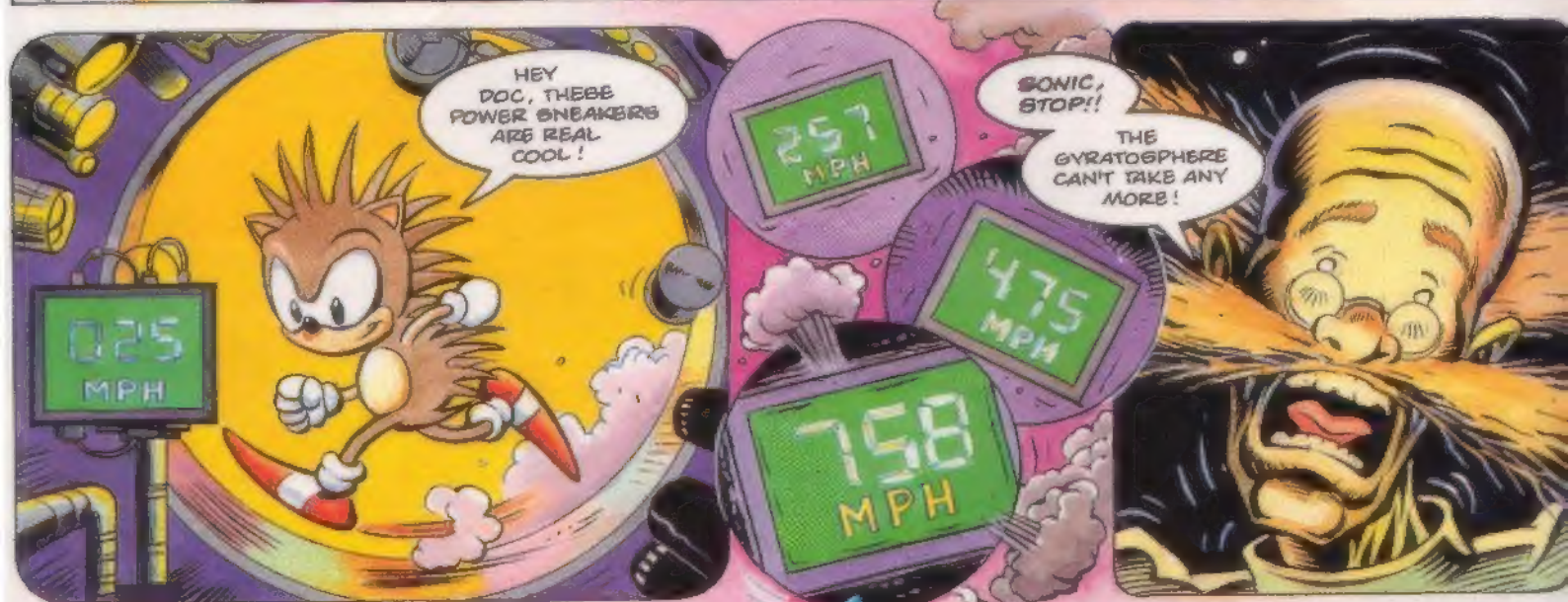
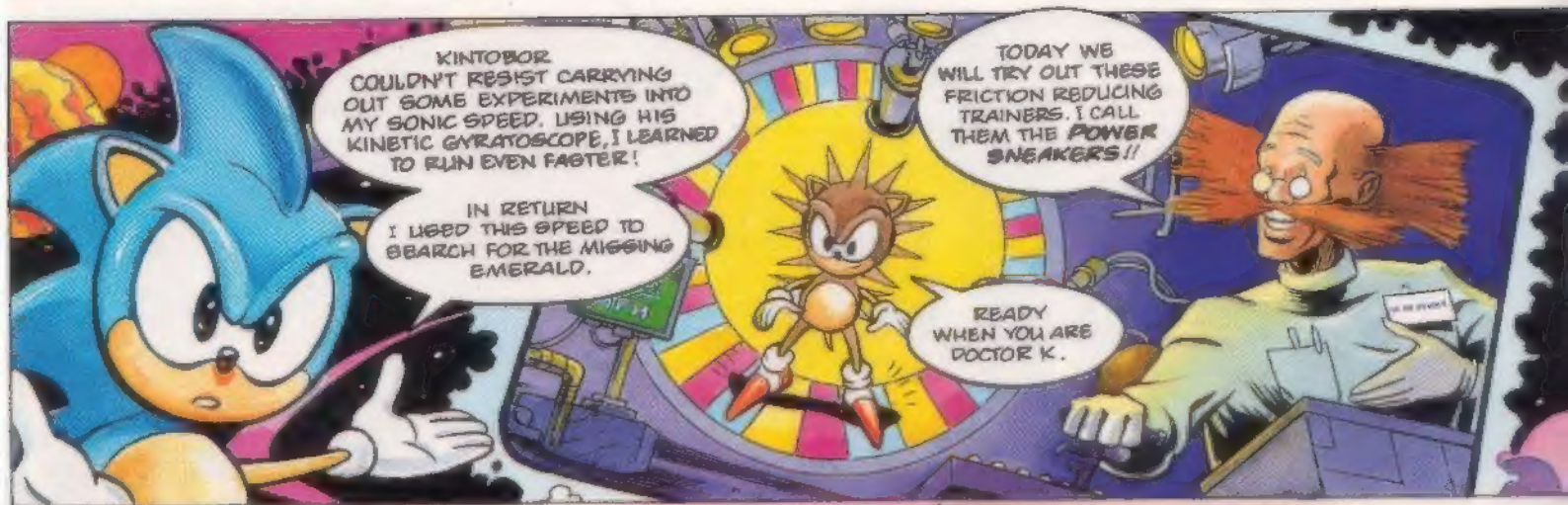
HUH?

THE RETRO-ORBITAL CHAOS COMPRESSOR. BY USING THE GOLDEN RINGS OF MOBIUS I HAVE BEEN ABLE TO TRANSFER MOST OF THE PLANET'S EVIL INTO THESE SIX EMERALDS.




MY MISSION IS TO RID PLANET MOBIUS OF EVIL... FOREVER!

UNFORTUNATELY, I HAVE BEEN UNABLE TO FIND THE SEVENTH EMERALD. WITHOUT THIS THE ROCC IS TERRIBLY UNSTABLE.







DOC!
DOC! ARE
YOU ALL
RIGHT?

DON'T
WORRY ABOUT
ME, SONIC...

...IN FACT
I'VE NEVER FELT
BETTER!

DR IVO
ROBOTNIK

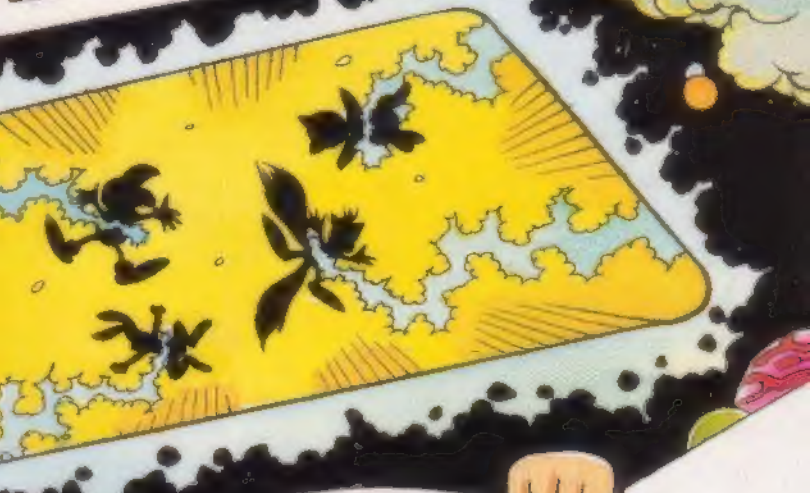
'DR IVO
ROBOTNIK?'

EGGS-ACTLY!

'THE EVIL FROM THE EMERALDS
HAD COMBINED WITH THE ROTTEN
EGG - IT WAS THE END OF DR
KINTOSOR!'

AND WE ALL
KNOW WHAT HAPPENED
NEXT - HOW ROBOTNIK
TRIED TO USE THE POWER
OF THE EMERALDS
FOR HIS OWN EVIL
PURPOSES!

AND EVEN
THOUGH I KEEP
ON BEATING HIM,
SOMEHOW HE ALWAYS
MANAGES TO
ESCAPE!



NEXT: SONIC NO MORE?

REVIEW Zone

Enter the zone that brings you the up-to-the-second reviews of all the new releases for the Sega games systems.

STC REVIEWERS THIS ISSUE:
Tony Takoushi & David Gibbon.

BUBSY: CLAWS ENCOUNTERS OF THE FURRED KIND

game type: PLATFORM
1-2 PLAYERS



Bubsey is a game that, according to its publisher Accolade, is '...set to challenge Sonic'. Instead of being a hedgehog, the hero is a mighty cool cat (or Bobcat, as Accolade seem to think) with a snappy line in chat and some cute moves. As Bubsey you must save the Earth from evil enemies such as the Woolies and runaway cars by jumping on them, and also travelling through 16 levels, which are divided into five different worlds.

As with all felines, Bubsey has nine lives, which can be increased by collecting shirts (of the 'T' variety). Those lives are really needed as it's very easy to lose one by being careless. Gaining extra points involves collecting balls of yarn which are placed throughout the levels.

The graphics and animation are superb - the backgrounds even contain animated waterfalls. Bubsey himself is particularly well animated with lots of humour added; when he enters a water chute his eyes nearly come out with terror, brilliantly! Some chutes even make Bubsey go upside down with the whole screen twisting around!

The much-hyped digitised dialogue for Bubsey is good and varied. Though it is fun to hear Bubsey 'talk', it doesn't seem to enhance the gameplay in any way. Bit of a marketing ploy if you ask me.

At the end of the day, Sonic 2 is the better game with faster speed and superior design. However, Bubsey is well worth a look and ranks right up there with the top platform games. - DG.

FAST FAX

PUBLISHER PRICE
ACCOLADE £39.99

GRAPHICS

***** 94

SOUND

***** 91

PLAYABILITY

***** 90

RAVES

A near perfect game!

GRAVES

Very easy to lose a life

OVERALL

88%



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yawwsville
40 - 70% - Normalville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

ULTIMATE SOCCER

game type: SOCCER
1-8 PLAYERS



Bit of a landmark this. Ultimate Soccer is the first official game from Sega actually written in Europe. As its title implies, it is a full-blown footy sports game with a lot of bells and whistles(!) for all you sports fans.

Ultimate Soccer is a three-quarter perspective soccer game with great playability.

There is the option for 1 to 8 players utilising the new Sega Multi-tap pad which allows up to four players on one joystick port.

It is a very flexible game. You can set the time for each half, weather conditions, countries to play, tournaments, difficulty level - the list just goes on!

The players move smoothly and the gameplay is very fast and fluid. Sound effects have not been skimped on either, with crunching tackles, piercing referee whistles and crowd chants.

The only real criticism of Ultimate Soccer is the player graphics which look rather small and unconvincing, although they do animate smoothly.

The bottom line is that Ultimate Soccer is by far the best footy game you can buy at present on the Mega Drive. If you are a footy nut looking for the best money can buy, then go for it! - TT.



FAST FAX

PUBLISHER PRICE
SEGA £44.99

GRAPHICS

***** 70

SOUND

***** 70

PLAYABILITY

***** 75

RAVES

Lots of options

GRAVES

Could be better

OVERALL

75%

RANGER X

game type: SHOOTING
2 PLAYER



The aim of **Ranger X** is pretty simple - fire moves blow it to smithereens!

This is Sega's latest horizontally scrolling shoot-'em-up where you have to destroy enemy generators and take out the bad guys wherever you find them. There are the standard boss battles at the end of each wave and the action is truly intense, not to mention pain-swearing.

That said, there is also some surprisingly subtle gameplay to be found in **Ranger X**. You can link up with a special robot buddy to move faster and fire more accurately. You have a choice of weapons - flame-thrower or special smart bomb. But keep an eye on your weapon gauge; you only have a limited amount of time in which to use them before the energy runs out.

One word of advice: take out the nasties that home in on you. The temptation is to run ahead of them and try to take out enemy bases, but they always catch up and smother you with bombs and bullets.

Ranger X is a classic blaster where you have to use your brain to decide on the best strategy to get through each stage. The action is fast and furious and there are some great on-going touches to the gameplay. - TT



FAST LANE

PUBLISHER PRICE

GRAPHICS

75

SOUND

80

PLAYABILITY

70

intricate tapping action

80%

ROBO ALESTE

game type: SHOOTING
1 PLAYER



FAST LANE

PUBLISHER PRICE

GRAPHICS

70

SOUND

85

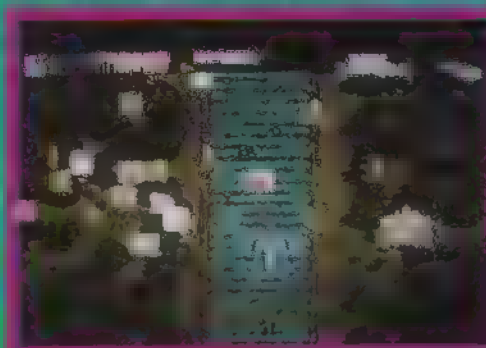
PLAYABILITY

75

Absolutely brilliant music

will carry special weapons which you can collect and further power-ups.

75%



REVIEW



THE MEGA DRIVE
VERSION

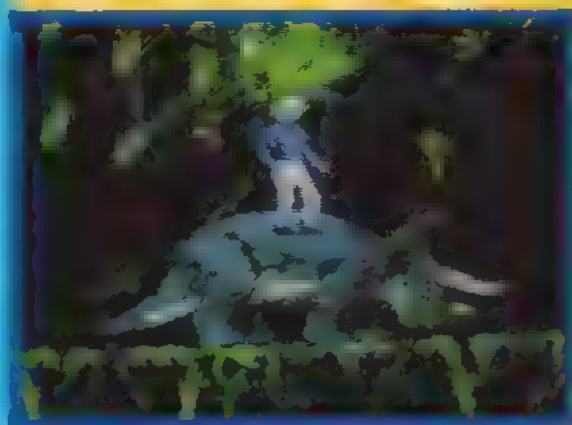


We come to Jurassic Park – a monster-sized game from a monster of a film! Jurassic Park is a 16-bit game and one of the biggest ever for the Mega Drive, JP. It's your basic scrolling platform game where you have to get to the exit and complete various tasks that pose you into the film and in some scenes, Michael Crichton's critiquing box.

You have a choice of playing either Doctor Grant or one of the dinosaurs. If you play Grant you have to complete various missions. You get to fight your way through "faster" dinosaurs with tricky platform, omgcs, huge brutes and sneaky ve octopos. There are also a pride ground sections where you have to pass through six dinosaurs. Pick up your path.

You are not entirely without help as you can collect different weapons along the way. There are darts, electric shocks and gas canisters, all of which stun beasts around you.

The sound is great and uses Sega's OSound system, which makes it seem as though the music and dinosaurs are all around you.



The game looks great too, with digitised images direct from the film and great character graphics for the dinosaurs and Grant himself.

Overall, Jurassic Park has a lot of variety and is very challenging. The game controls can be a little awkward at first but you soon get very engrossed in the gameplay. - TT



FAST LANE

PUBLISHER PRICE

70

SOUND

65

PLAYABILITY

75

RAVES & GRAVES

75%



KID CHAMELEON

PART 2

OK, I KNOW. THIS IS GOING TO SOUND KIND OF DUMB, BUT BEAR WITH ME ...

I'M PLAYING WILD SIDE, THE NEW VIRTUAL REALITY ARCADE GAME, AND I'VE FOUND A COUPLE OF THINGS THEY NEVER MENTIONED IN ALL THE HYPE

ONE - ONCE YOU'RE IN WILD SIDE, YOU'RE TRAPPED. I SAW TWO KIDS FROM SCHOOL GO IN AND NEVER CAME OUT NOW I'VE JOINED THEM, LOCKED IN THE BOX

TWO - THIS GAME CAN CHANGE YOU. I WALKED IN AS YOUR TYPICAL SUBURBAN TEENAGER BUT NOW ...

DIE, DEMON!



HI-YAH!

WELL, I GUESS EVEN MUM WOULDN'T RECOGNISE ME ...

STRANGE?
GROUND SHAKES LIKE
MIGHTY EARTH TREMOR
AIR BUZZES WITH ECHO
OF BEE HIVE

WHRRRI!

ONLY A METAL
DEVIL WITH NO HONOUR
WOULD ATTACK FROM BEHIND
WITHOUT WARNING

WHRRRI!

SHRANK!

HE SHALL
PAY FOR THIS
WHEN WE FIGHT
HAND TO
HAND

MY SAI -
GONE!

SOMEHOW I KNOW JUST
WHAT TO DO THE SWORD
IN MY HAND FEELS LIKE
IT WAS MADE FOR ME

BATTLE PLANS SWARM THROUGH
MY HEAD FIGHTING MOVES
CONTROL MY BODY LIKE I'M
MASTER OF THE MARTIAL ARTS

I NEVER FELT LIKE THIS BEFORE I'M
FASTER. I'M STRONGER. I'M RED
STEALTH- SAMURAI WARRIOR.

LET BLADE
MONSTER TASTE
SAMURAI
POWER!

AW, WHO AM I KIDDING! NOT
EVEN DENTED! I'M NO SOLDIER
I'M JUST A SCHOOL KID

OK, SO I CAN PLAY VIDEO GAMES
BETTER THAN ANYONE, BUT THIS
IS MORE THAN A GAME, I CAN
FEEL IT WHAT DO I DO?

HUH?

THE VOICE WELCOMED ME
TO THE GAME NOW IT CALLS
ME CHAMELEON AGAIN

I CAN TAKE A HINT. I'LL
TRY ANYTHING ONCE

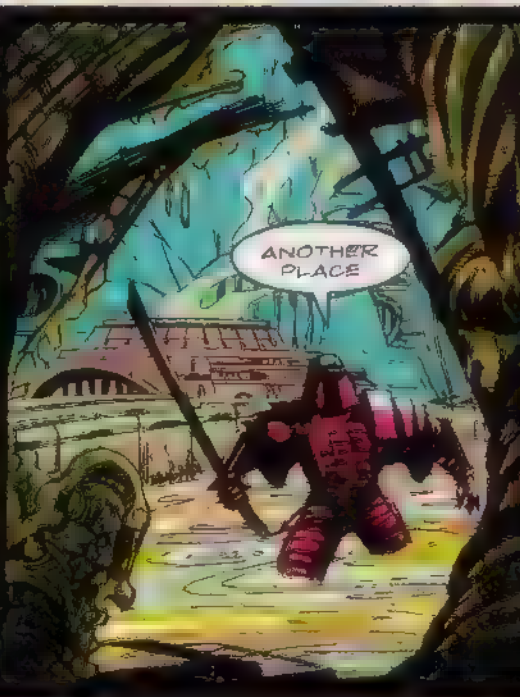
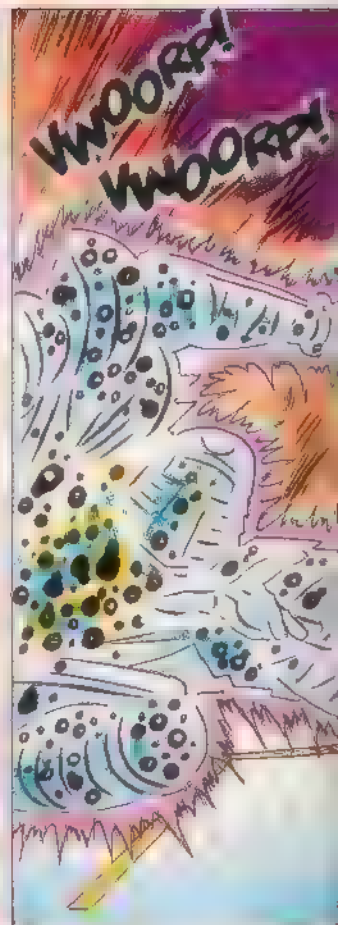
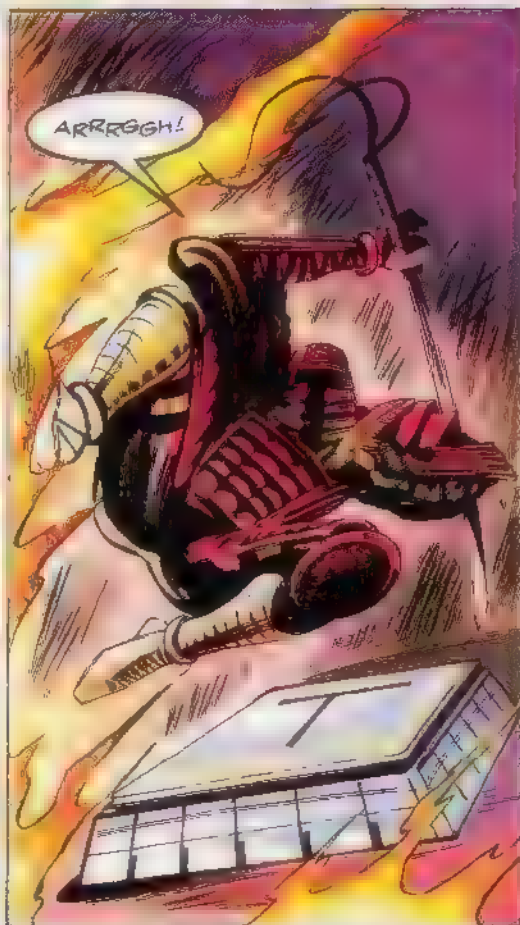
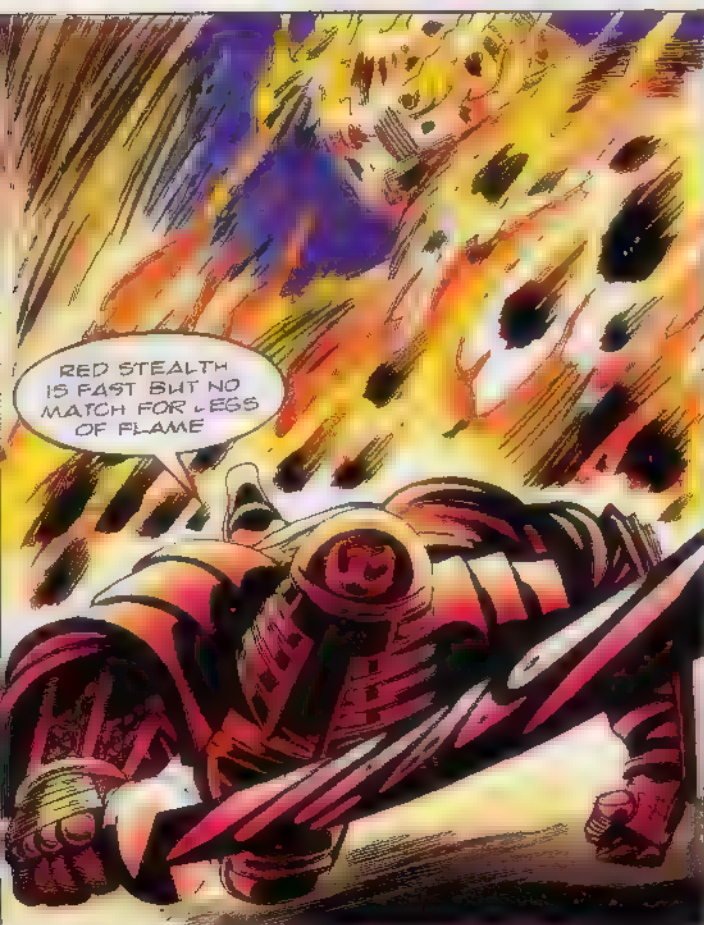
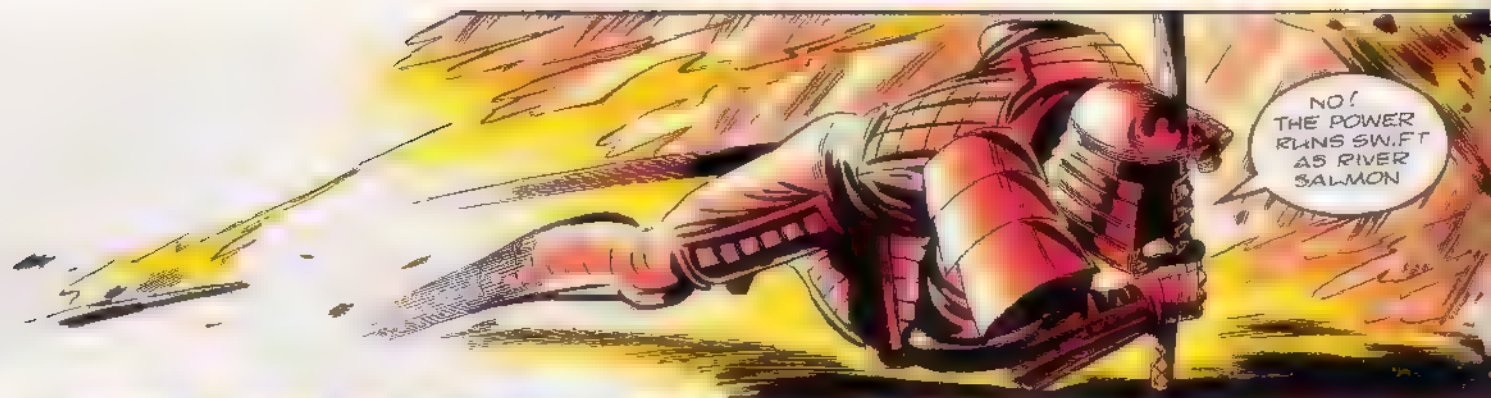
CHAMELEON!

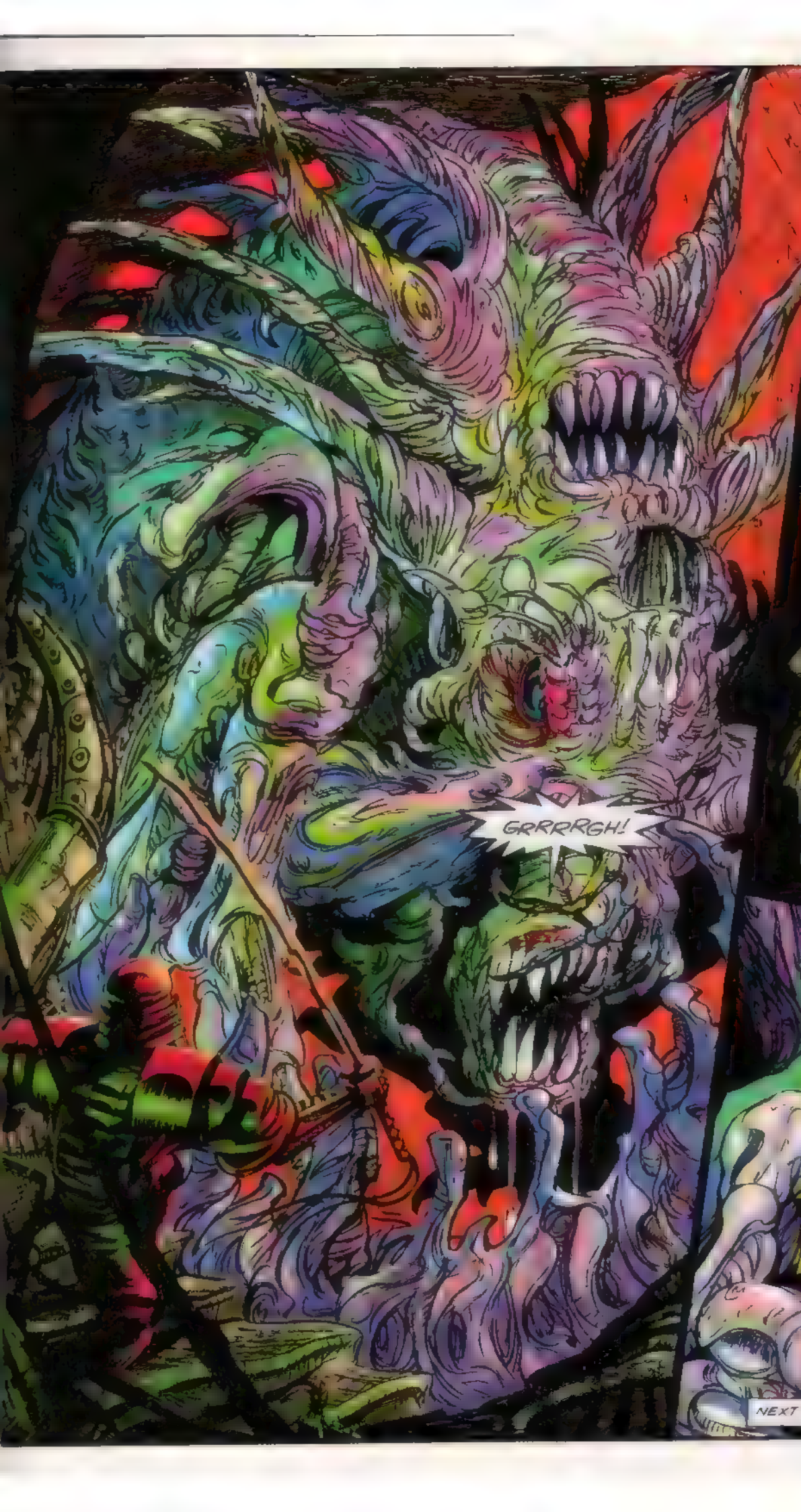
NEVER FORGET,
THE POWER IS YOURS,
CHAMELEON

HUH?

BODAMM!

YOU KNOW, IF I EVER
MEET THIS VOICE, I GUESS
I'VE GOT TO THANK HIM





PEACE
CREATURE!
RED STEALTH
HAS NO QUARREL
WITH FIRE-
BREATH

GEE IF THIS IS WHAT THEY
KEEP IN THE SEWERS I'M
GLAD I'M NOT UP ON THE
SURFACE

wait!
is there
someone
there?

GRRRRGH!

you've
got to help me...
please!

SHIZ!

NEXT ISSUE FIRE DOWN BELOW

NEWS Zone

DARK SONIC!

Can this be the world's most evil blue hedgehog?



He's blue, he's spikey, he's incredibly bad, he's Metal Sonic.

Meet the newest, nastiest addition to the Sonic universe. Metal Sonic is out to get Sonic (the good one) in any way possible - this includes capturing his new girlfriend, Amy Rose, and whisking her away. Sonic has no choice but to track her down to Robotnik's latest hideout where, surprise, surprise, he finds out that Metal Sonic is the latest diabolical creation of his old nemesis.

As you can see from STC's exclusive preview picture, Robotnik takes his work very seriously and the evil Sonic bears more than a passing resemblance to the good one. However, Metal Sonic is just a plain, ordinary robot with special processing chips like the good old 68000 used in the Mega Drive and the special DSP that will be in Virtua Racing for the Mega Drive. Metal Sonic like Amy Rose (STC News Zone 6) debuts in the new **Sonic CD** game for the Mega CD, due out in October, price around £39.99 (order your copy now). In it, Sonic has to battle across seven new zones: Pantree, Panic, Collision Chaos, Tidal Tempest, Quartz Quadrant, Wacky Workbench, Stardust Speedway and Metallic Madness. He then faces Robotnik in the Final Fever.

Will Sonic beat Robotnik and his evil creation and win the heart of his girlfriend back? Watch this space..

COSMIC TRIPPER

Codemasters look to the stars for new game.

Deep in the heart of Planet Linoisium is a wild alien who is out to prove the Earth's existence! Meet **Cosmic Spacehead**, the alien tourist, who will be beaming down to a Sega system near you later in the year.

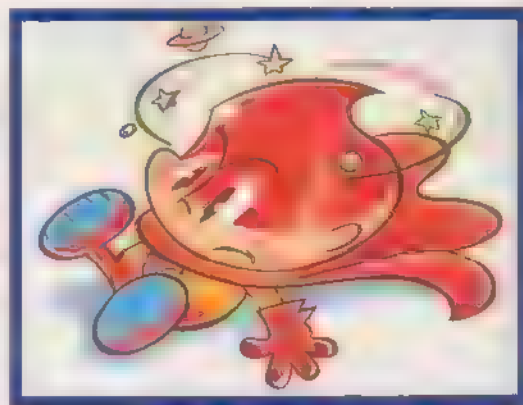
Cosmic Spacehead is the third Sega offering from games house Codemasters, and follows on from the highly successful **Micro Machines** and **Dizzy**. Described as a mix of adventure and arcade action, the game's graphics will reflect the stylised type of cartoon art seen in the 1950s.

Cosmic will be visiting three main locations on the way to Earth, Planet Linoisium, Detroitica (a vehicle factory on a lone asteroid) and a space station. Each destination will contain many smaller areas where Cosmic can interact with other characters and manipulate objects in his quest. Commands such as Look, Examine and Give can be used.

Astro-car racing and robot attacks are just two of the 32 arcade-orientated action sequences featured and which must be completed in order to travel between the adventure play areas.

Central Television have filmed the making of Cosmic for a special programme due to be broadcast in October.

Cosmic Spacehead is due out in November for the Master System, Mega Drive and Game Gear. Watch out for a full STC review nearer the time!



Cosmic Spacehead - seeing stars again

JURASSIC PARK IS BIG!

Dinosaurs bring big features to CG and MCD.

Jurassic Park is due out about now on the Game Gear and the folks at Sega have gone to a great deal of trouble to get the best out of it.

The Game Gear version boasts some nifty features that includes a dinosaur with a whopping 100,000 hit points that fills the full height of the screen.

The Mega CD version, which should be available around Christmas time, also has some amazing graphics. This will surely be a landmark around the Park's visitors and a great way to bring home the excitement of the movie.



ECCO JOINS DAYWATCH

Water safety campaign gets Hollywood touch

Video game superstar Ecco The Dolphin has joined forces with the stars of TV's Baywatch to spearhead a major new water safety campaign aimed at British schools.

As can be seen from the pictures on this page, Ecco has been having a high old time with Baywatchers Summer Quinn and Matt Brody as Nicole Eggert and David Charvet filming a special 20-minute video in the California sunshine.

The video, which also stars David Hasselhoff, covers all aspects of water safety and swimming, and will be made available to British primary schools later this year as part of a 'Guard Potential' This is a joint project from the Royal Life Saving Society UK and the English Schools Swimming Association in association with Sega.

As of going to press, it is not known what sort of performance Ecco has given in the video. Early reports, however, suggest that he has swum rings around his human co-stars. Could this be the start of a major motion picture career for the finned wonder?



TEAM PLAY

How the original Japanese gameplay from 1984

The original Japanese version of the game was a single player game. It was a very simple game, but it was a very good game.

The original Japanese version of the game was a single player game. It was a very simple game, but it was a very good game.



How the original Japanese gameplay from 1984

The original Japanese version of the game was a single player game. It was a very simple game, but it was a very good game.

THE CITY
ROTS WITH
CRIME AND
CORRUPTION

STREETS OF RAGE Part 2

HAHAHA!
BURN, CITY,
BURN!

TWO GOOD COPS
HAVE QUIT THE
FORCE AND TAKEN
TO THE STREETS
WITH THEIR OWN
BRAND OF JUSTICE

YOU'RE SIX MONTHS
BEHIND ON YOUR
PROTECTION,
OLD T.MER--

I CAN'T PAY UP, BOYS!
I HARDLY MAKE ENOUGH
MONEY TO BREAK EVEN!

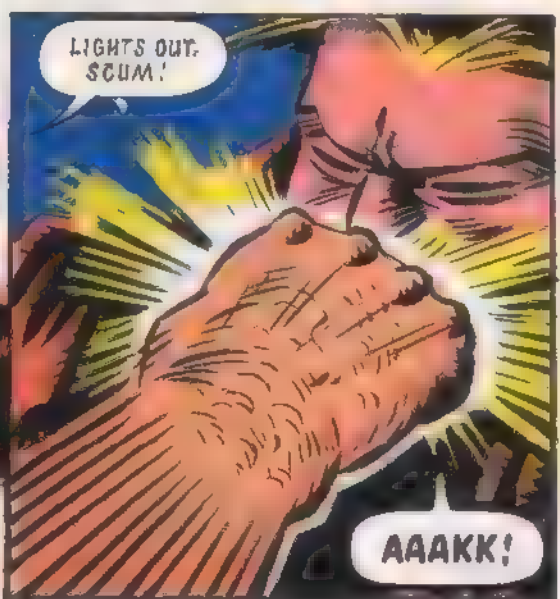
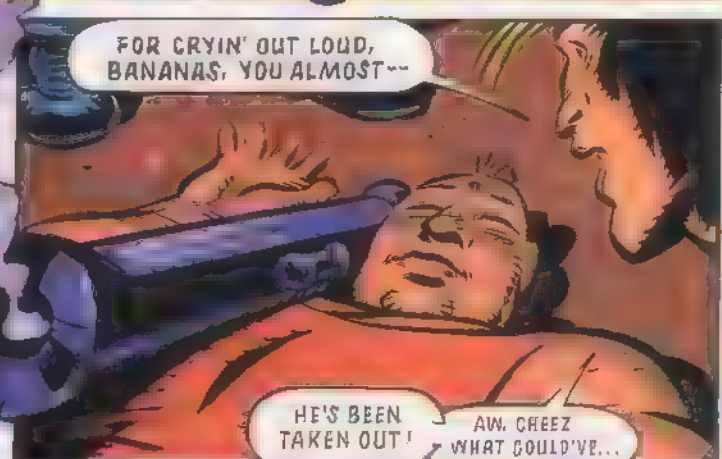
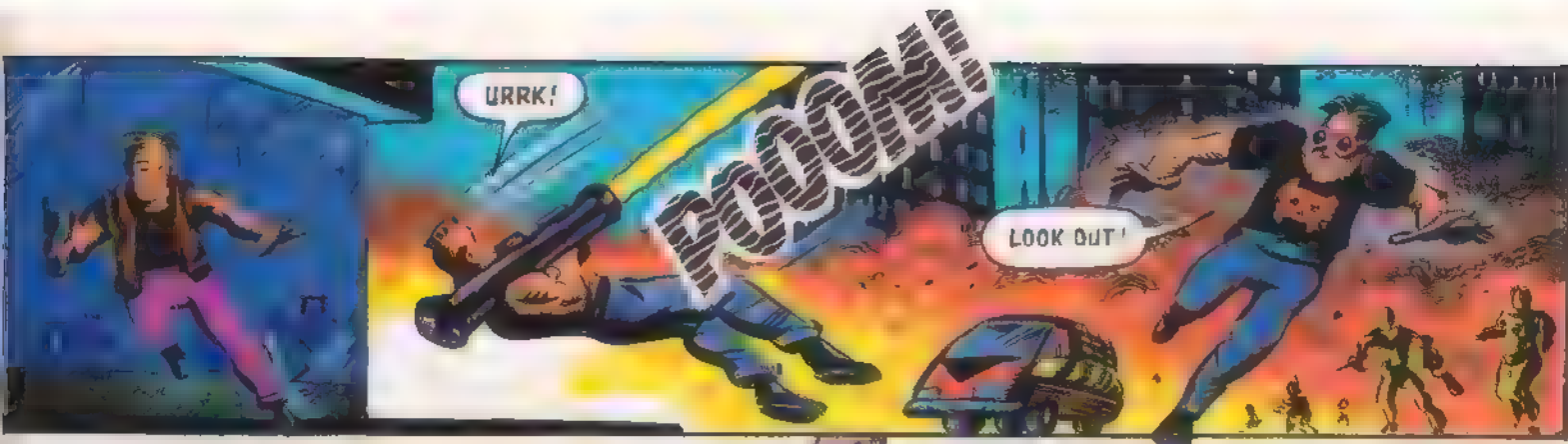
GHEEZ! WHERE DID THE
VAN COME FROM, MAN?

MAYBE IT'S THE COPS.
Z GGY' MAYBE
SOMEBODY CALLED
THE COPS

DON'T BE STUPID, MAN!
WE PAY THE COPS PLENTY TO
KEEP OUT OF OUR WAY!

TOTAL THE GEEKS, BANANAS!
HIT THEM WITH THE BAZOOKA!

NO
PROBLEM!





THINK YOU
CAN HANDLE
THEM,
BLAZE?

FIGURE I
COULD USE THE
EXERCISE!

KEEP BACK,
LADY! NOT
ANOTHER
STEP--



I WARNED YOU!

YOU'RE SO SLOW
AND FLABBY,
SCUMBAG--



AAARGH!

IT'S LIKE YOU'RE
MOVING IN
SLOW MOTION!



UNNK!



COME BACK, BOYS!
COME BACK AND
FIGHT LIKE MEN!

HMM. CHECK
THIS BABY OUT,
BLAZE--

RECKON WE
COULD HAVE SOME
FUN WITH THIS!

THEY CALL THIS PLACE 'THE SAFE HOUSE'

FOR THE PAST FIVE YEARS DRUGS HAVE BEEN PROCESSED
AND PACKAGED IN HERE TWENTY FOUR HOURS A DAY

EVERYBODY KNOWS ABOUT IT, EVEN THE COPS
BUT NOBODY DARED DO ANYTHING ABOUT IT

...UNTIL TONIGHT!

RUN FOR COVER...
IT'S A RAID!

I GOT A MESSAGE
FOR YOU CREEPS...

RUN FOR
YOUR LIVES!

FWOON!

OKAY, BLAZE,
FLOOR IT!

GET US OUTTA
HERE!

DANGER
FLAMMABLE

NO
SMOKING



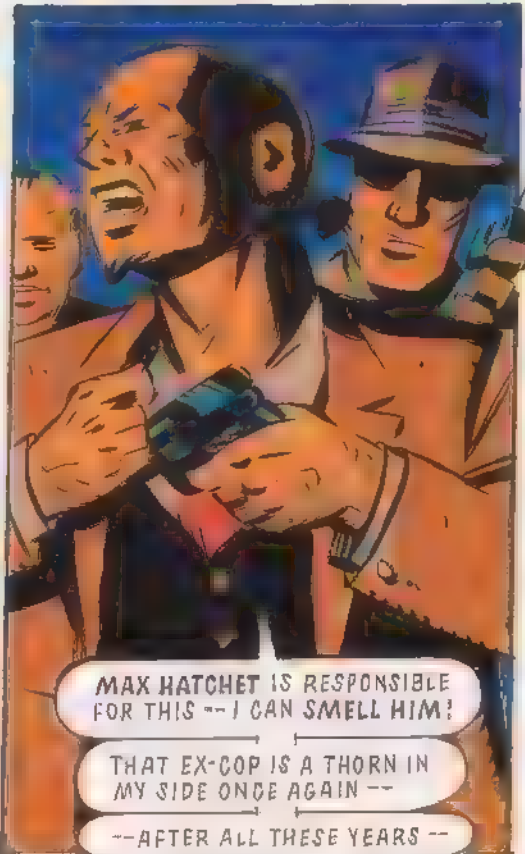
MILLIONS --
--MILLIONS OF DOLLARS' WORTH OF DRUGS--
-- ALL UP IN SMOKE



PLEASE, MISTER HAWK--
THERE WAS NOTHING WE
COULD DO!
THEY JUST BURST
IN AND, LIKE, NUKED THE PLACE!
I WAS LUCKY TO GET OUT ALIVE!



YOU NEEDN'T
HAVE
BOTHERED,
IDiot!



MAX HATCHET IS RESPONSIBLE
FOR THIS -- I CAN SMELL HIM!
THAT EX-COP IS A THORN IN
MY SIDE ONCE AGAIN --
--AFTER ALL THESE YEARS--



"BUT THIS TIME I PLAN TO
REMOVE HIM PERMANENTLY!"

NEXT ISSUE: THE NINJAS STRIKE.

Q

Zone

Q ZONE Special

The loonny students of Acme University were a mass exhibition TV and now in their own video games. STC Game Guru David Gibbon dons his bunny ears to bring you the complete solution of Tiny Toon Adventures on the Mega Drive.



The Solution

Level 1

STAGE 1

This stage is easy. It's just off a right!

STAGE 2

First go right into your cave to the cliff edge. When the moving piece of ground comes close, jump on it. Then jump up and jump onto the bricks and continue right until you see a mouse. Jump on him, then fall down the left edge and go right into the cave to get an extra life. Jump back to the top and walk right. Fall off the edge. The wire you're using the spring into the grass. Keep jumping right across the bricks to collect a heart. Then drop down by pressing C + Down then continue right and fall off the edge at the

quickend. Jump up and walk right for another heart. Go back to the quickend, jump on the bricks and fall into the cave. When you reach a dead-end, crawl through the crack and down

STAGE 3

Run right, fall off the cliff edge and continue right but be careful jumping the moving bricks. Go down to collect a heart and continue right. Jump up on the spring up right, jump higher and jump using the spring and across the bricks to the end

STAGE 4 (BOSS)

Try and stay on the ground but Dizzy Devil or the Doctor comes. Jump on a tree branch and back down. Jump on Dr Splicer when he's on the ground. Repeat this to defeat him.



Level 2

STAGE 1

Keep going right (don't jump going through the quicksand as you may collide with a bat) until you reach a spring. Jump on and climb along the rope. Drop to the ground and continue right.

STAGE 2

Walk right, staying on the ground until you come to a dead-end. Jump up, go right and wait for the ball and chain. Jump onto the ball and continue right.

STAGE 3

Go right and wait on the edge. Jump onto the ball and chain, get onto and walk across the logs. Jump on the switch, go up the tree and jump onto the moving platform. Jump right and onto the log. Run right, watching out for the falling logs. Jump to the ground and continue right.

STAGE 4

Fall to the ground, go right jumping across the platforms, go up and enter the tree lift. Go right and up into another one. Go left, fall down 3 platforms and jump onto the ball and chain. Fall off and enter a tree lift. Jump left onto a moving platform. Jump off and kill the Bluebird. Jump down onto a log and walk right avoiding the crushing logs. Jump up, go right, up and left. Jump up the platforms to enter a lift pointing left. Go right, up and onto the ball and chain. Go left to another lift and fall down to end.

BOSS LEVEL 2

Get onto the rotating wheel. Stay on the top box by repeatedly jumping onto the next box coming round. If the Doctor jumps out of the box, you'll hit him. Repeat this and you should hit the Doctor enough times to win!

Level 3

STAGE 1

Walk left. Wait until the ball is out and jump. Continue left and down. Walk down the slope, jumping in the air to avoid the ball. Fall off the edge

kill the enemies, jump up the wall, go right, up, left, jump up the wall, avoiding the balls, jump onto the lift and continue right.

STAGE 2

Go right, up, left, up, wait for the spikes in the stone, then right, up right, jump across the ball onto the moving platforms and continue right. Jump down into the water. Stand on the moving rock and run left when it is near the top. Jump across the moving platforms, continue left, jump over the spike and chain and fall down the edge to end.

STAGE 3

Run right. Once in the water press C to swim. When you reach a wall swim down right and up to the surface. Walk right.

STAGE 4 (BOSS)

Keep out the way of Plucky Duck. When he gives the ground a shake, dodge the falling rock and jump into Dr Splicer when he comes to the ground. Keep doing this to see Level 4.



WONDER BOY

IN
DEMON WORLD
part 7

SHION THE WONDERBOY HAS BEEN CAPTURED BY GRIMOMEN THE DEMON LORD WHILE SEARCHING FOR SOME FRIENDS IN DEMON WORLD.

IN THE CENTRE OF DEMONOPOLIS, AT THE BOTTOM OF GRIMOMEN'S PITCASTLE.

MY SPELL IS TURNING YOU INTO A DEMON, WONDERBOY. SOON YOU'LL LOSE CONTROL OF YOUR BODY, THE SAME AS YOU'VE ALREADY LOST CONTROL OF YOUR ARM.

ONCE YOU'VE BECOME A DEMON YOU'LL NEVER BE ABLE TO CHANGE BACK. YOU'LL JOIN THE WARRIORS OF MY ELITE GUARD.

PUT ME DOWN!

YOU MIGHT'VE TURNED OTHER WARRIORS INTO DEMONS

...BUT YOU WON'T CHANGE ME

LET MAGIC APPEAR AND SPELL ME THUNDER.

KRAKOW!

YAAARGH!

THAT'LL STUN HIM, BUT NOT FOR LONG

WHA ?

I MUST CONTROL IT STOP IT FROM KILLING ME.

NEED THE POWER IN THIS DEMONIC ARM TO FIGHT GRIMOMEN



IT'S GONNA
RIP OFF
MY FACE!
BUT I MUSTN'T
GIVE IN TO
FEAR



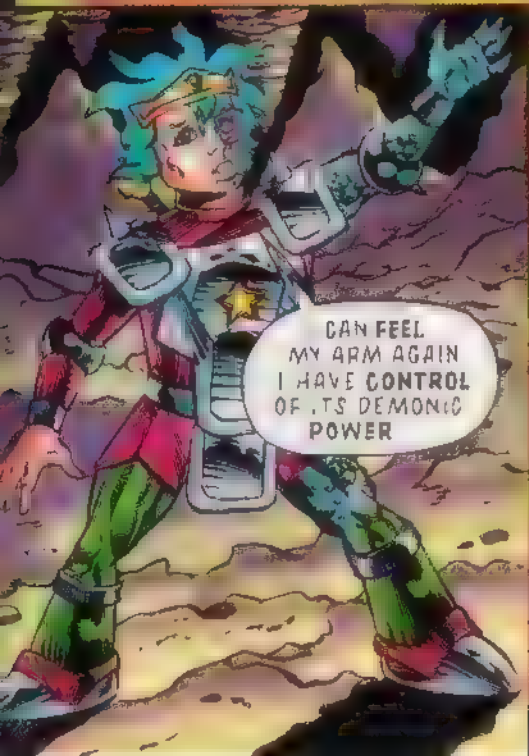
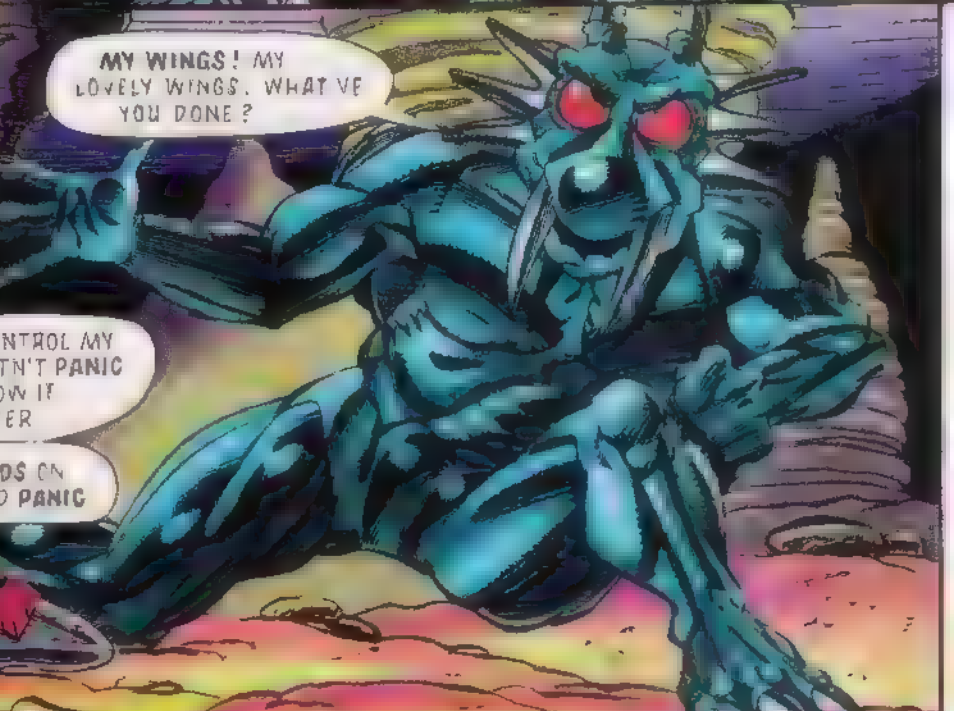
I MUST
...CONTROL...



MY WINGS! MY
LOVELY WINGS. WHAT'VE
YOU DONE?

I WILL CONTROL MY
ARM. MUSTN'T PANIC
THAT'S HOW IT
TAKES OVER

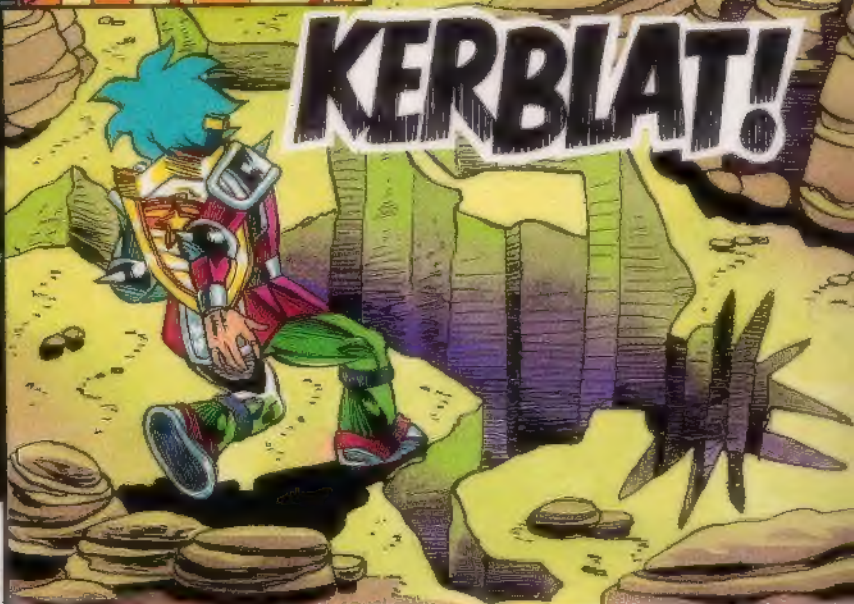
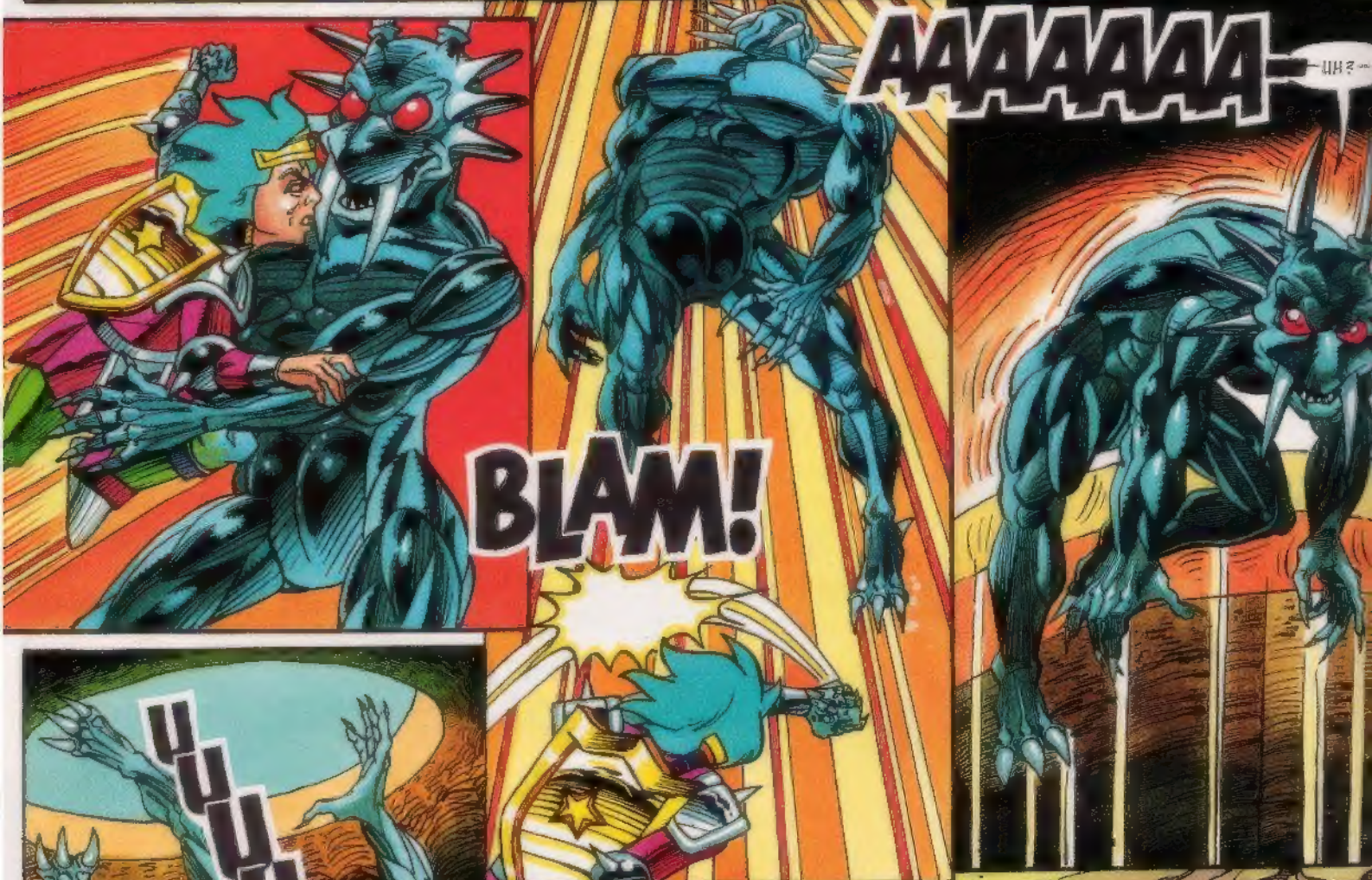
IT FEEDS ON
FEAR AND PANIC



CAN FEEL
MY ARM AGAIN
I HAVE CONTROL
OF ITS DEMONIC
POWER



YOU CAN FORGET ABOUT
TURNING INTO A DEMON
I'M GONNA KILL YOU
FOR WHAT YOU'VE DONE
TO MY WINGS





WOW! THAT WAS SOME PUNCH! IT'S FINISHED OFF GRIMOMEN.



MY ARM! IT'S RETURNING TO NORMAL.

GRIMOMEN'S MAGIC'S BEEN BROKEN.



THE TRANSFORMATION. IT'S STOPPED! I'M CHANGING BACK.

GRIMOMEN'S FINISHED.

HELP ME FREE THE OTHER WARRIORS.

RAAR!



SNAAARL!



WHERE'S THE DEMON LORD? WHAT'VE YOU DONE TO GRIMOMEN?

WELL, I... GULP... THAT IS... OH, SHOOT!

I KILLED THE LOWLIFE SON OF A...

NEXT ISSUE: ACROSS THE DIMENSIONS.

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, send off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or corresponded.

©1992 Sega.



Cool Droid

Dear Megadroid,

How does it feel to be the world's coolest host? Your reviews are extremely accurate. Your comic knocks the pants off those DC comics - and it's cheaper! I can't wait till the next issue. One of my favourite games is *Street Fighter II*, so could you please include a *Street Fighter II* comic strip some time?

Andrew Shortland, Ilkeston, Derbyshire.
Sonic Water Game winner.



Hey, Andrew, my friend! You certainly know a cool droid when you see one! I can't take credit for the reviews.

They're not bad, I suppose, considering they were done by humes. As for *Street Fighter II*, what do you think of our *Streets of Rage* series?

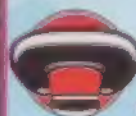
Dodgy Customer

Dear Sonic,

Everyone is saying you've got an attitude. What attitude? Don't you get bored with all those badniks and Tail's eternal whimperings? What I'm saying is that you need a break. Why don't you come to the new pleasure park I'm building? It's called Eggton Towers and it's great! You'll be looked after by my greatest slaves, I mean workers and it'll be very relaxing.

Dr Kintobor, Death Egg, Space. Rotten egg winner.

P.S. Bring that snivelling, sorry, charming friend of yours, Miles Prower, with you.



Nice try, Walrus chops, but you ain't foolin' no one - especially Sonic! Hey, on second thoughts, if that park of yours is really open there're a few humes I'd like to send along...

What About The Others?

Dear STC,

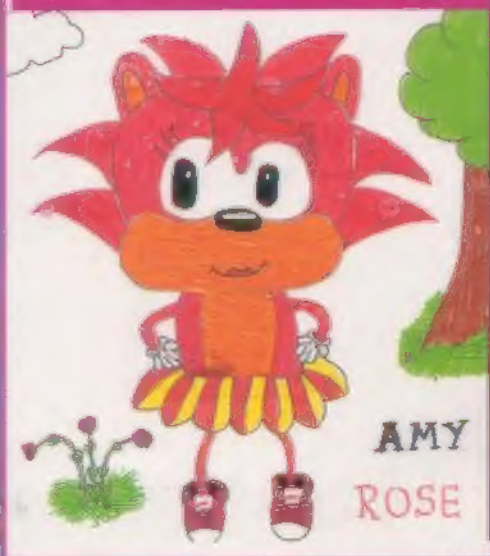
Are you only able to make Sega games into comic strips? By this I mean can you create comic strips with Electronic Arts titles? If you can would you make strips with James Pond and Road Rash?

Carl Roberts, Barnsley, S. Yorks. Sonic Water Game winner.



Good question, Carl. No, we're not restricted to Sega's own games and characters. In fact STC is talking to several other software companies about some exciting new projects. Keep your optic inputs on STC for more news.

Kareem McDade, Glasgow, MS owner, Sonic Water Game winner.



AMY
ROSE

Rebel With A Cause

Dear STC,

My Dad says your comic costs too much and I'm not to buy it. But I still do.

James Beaton, Seashouses, Northumberland.
MD owner, Sonic Water Game winner



You rebel, James! Hope your Dad now realises STC is excellent value for money.

Sega-Less

Dear STC,

Sonic The Comic is great! I know I haven't got any of the systems like the GG or MD but I collect Sonic stuff. My Dad is getting used to STC and may buy me a Mega Drive for my birthday in August. I would like another badge to add to my collection.

Paul Bowman, High Wycombe, Bucks. Sonic Water Game winner.



Sorry, Paul, no more badges for now. However, you are one of the first Boomers in the known universe to win one of the fab new Sonic Water Fun Games!

By the way, I hope you got your Mega Drive.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging. It's portable. It's fun and it's wet!

The Sonic Water Fun Game is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



NEW!

NEXT ISSUE

ROBOTNIK WINS!

95p

SHOCK!

EVIL DOCTOR TAKES OVER MOBIUS!

HORROR!

WHERE IS SONIC?

**READ THE FULL STUNNING
STORY IN THE NEXT
SENSATIONAL STC!**

EXTRA!

WONDER BOY - THE BIG FINISH!

AND!

**STREETS OF RAGE, KID CHAMELEON
AND LOTS MORE!**

**SONIC THE
COMIC No. 9**

**ON SALE SATURDAY
SEPTEMBER 18TH**

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see
as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 8
OF **STC?**

%



YOU CAN'T AFFORD TO MISS IT!